# **Adam Driggers**

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# Work Experience

**Teacher,** New York, NY
New York City Department of Education

September 2007 - Present

- Designed engaging courses in programming and digital media for students in 6th, 7th, and 8th grades.
- Mentored students in reaching academic goals.
- Created a creative and supportive space for students to explore interests in coding, 3d printing and robotics.

# Web Development Instructor, New York, NY

February 2016 - May 2020

Barnard College | Athena Digital Design Agency

- Taught 10 week web development courses for beginning students to create responsive websites and apps.
- Created course curricula for web development classes for teaching beginning HTML/CSS, Wordpress, and Javascript to college students through engaging and accessible projects.

## Education

# Masters Certificate, Teaching and Research in Autism

**December 2011** 

Pace University, New York City Campus, 4.0 GPA

# Masters of Science in Education, Special Education

May 2009

Pace University, New York City Campus, 3.91 GPA

# **Bachelor of Fine Arts, Expanded Media**

August 2007

University of Kansas, 3.9 GPA

# **Professional Development**

#### **Web Development Immersive**

June - August 2015

General Assembly, New York City, NY

#### Studio Mashup, Photography and Processing

July 2012

Anderson Ranch Arts Center, Snowmass Village, Colorado

## **Programming Max/MSP/Jitter Certificate**

July - August 2009

Harvestworks, New York City, NY

## Technical Skills

JavaScript, Processing, P5.js, Vue, Node.js, MongoDB, Socket.io, GIT, PostgreSQL, Adobe CS, Wordpress, Ruby, HTML, CSS, 3D design and printing.

## **Honors and Awards**

# **Fund For Teachers Fellowship**

July - August 2012

Developed a curriculum for teaching visual art and design through computer programming for grades 6-12.

#### **Teach for America Corp Member**

June 2007 - August 2009

Mathematics curriculum design and instruction for students with special needs in a high needs NYC public school.

# **Conference Presentations**

## "Video Game Design as Expedition Product"

February 2013